



***EDPDA™***

***A Palm Powered™***

***Librarian/Assistant for the***

***Echoplex Digital Pro***

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Version 1.0.0

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## *EDPDA - Echoplex Digital Pro Personal Digital Assistant*

### **What is it?**

EDPDA™ is a Palm Powered™ Librarian/Assistant for the Echoplex Digital Pro. For those unfamiliar with the Echoplex Digital Pro (aka EDP), it is one of today's premier looping/delay devices for musical instruments manufactured by Gibson Guitar Corporation. EDPDA helps you use the Echoplex more easily and effectively.

EDPDA has five major functions or modes: *Configure/Operate EDP*, *Display EDP Status*, *Preset Librarian*, *Sample Dump Librarian*, and *MIDI PC Mapper*. This guide describes each function in detail later.

But in a nutshell, here's what you can do with EDPDA:

- Operate the Echoplex remotely from your Palm Powered handheld.
- Easily configure and view all local and global preset parameters.
- View all Echoplex parameters simultaneously in a "scoreboard" status style.
- Save and restore any number of local and global presets on your Palm Powered handheld. You can give the presets names of your own choosing.
- Save and restore digital sample dumps of your loops to your handheld.
- Control the Echoplex from a foot pedal that sends only Program Change commands.
- Quickly transfer settings from one Echoplex to another.
- Back up your Echoplex parameter settings and loop samples to your PC or Macintosh when you hot-sync your handheld.

### **What do I need to use EDPDA?**

1. You'll need a Palm Powered handheld. Almost any kind will work as long as it runs Palm OS® software version 3.1 or later. Most inexpensive handhelds have very limited memory, which will restrict your capability to save and restore sample dumps since these require a lot of memory. All the other functions do not require very much memory.
2. You'll need a MIDI adapter for your handheld. You'll need one that can both send and receive MIDI data.
3. You'll need an Echoplex Digital Pro with Loop IV software. You can easily use EDPDA with multiple Echoplexes.
4. And of course, you'll need some MIDI cables to connect everything together.

### **What if I don't have a MIDI adapter for my handheld?**

You can still try out EDPDA to see how it works, though you won't really be controlling anything. Once communication fails, you will see the message **Can't connect.** at the bottom of the display. Henceforth, EDPDA will "pretend" to communicate with an Echoplex so that you can try it out.

## How do I install EDPDA?

Before installing EDPDA, please read the license included with this manual. **INSTALLING THE SOFTWARE SIGNIFIES YOUR ACCEPTANCE OF THIS LICENSE.**

The download archive includes two files named `EDPDA.prc` and `EDPDA-PREF-GTSa.pdb`. Install both of these files onto your handheld. For detailed instructions, see the manual that came with your handheld in the portion titled *Installing add-on applications*.

After you install EDPDA, use the **Set EDP DeviceID...** menu item to set the device ID used by EDPDA when communicating with your Echoplex. The device ID of your Echoplex must agree with the device ID used by EDPDA.

Selecting **Set EDP DeviceID...** shows the current setting for the device ID. Tap on the ▼ button to decrease the ID number and ▲ to increase it. If you have multiple Echoplexes, set the device ID to whichever one you want to control. It's easy to change the device ID and control a different Echoplex. Make certain, however, that each Echoplex uses a different device ID. The Echoplex manual contains complete instructions on how to view and set the device ID on the Echoplex.

## How do I use EDPDA?

If you already know how to operate an Echoplex Digital Pro, you'll find EDPDA very easy to use. If you don't have an Echoplex, most of this brief guide will be mysterious since it assumes you know how to operate an Echoplex. Do yourself a favor and go out right now and buy yourself an Echoplex Digital Pro.

The first time you run EDPDA, it starts in the *Configure/Operate EDP* mode or function. To change to another function, tap on the menu button. The menu lists all five functions: *Configure/Operate EDP*, *Display EDP Status*, *Preset Librarian*, *Sample Dump Librarian*, and *MIDI PC Mapper*. Tap on the name to jump to that function. Each function has its own detailed description in this guide.

## How do I connect EDPDA to my Echoplex?

Because EDPDA sends and receives data from your Echoplex, you'll need to connect both the MIDI IN and OUT of your handheld's MIDI adapter to the Echoplex. Many Echoplex owners use a MIDI patchbay and you can connect your handheld to the Echoplex through your patchbay, if you like. Otherwise, you may need some clever cabling to make a two-way connection between your handheld, your Echoplex, and any other MIDI equipment.

Make sure the MIDI device ID of your Echoplex agrees with EDPDA's device ID setting. See the Echoplex manual for details on how to set the Echoplex's device ID. Use the **Set EDP DeviceID...** menu item to set the device ID sent by EDPDA.

## How is the demo version different from the real EDPDA?

The demo version does not include actual MIDI communications.

## Menu Items

Use the EDPDA menu to select between the five major functions, *Configure/Operate EDP*, *Display EDP Status*, *Preset Librarian*, *Sample Dump Librarian*, and *MIDI PC Mapper*, listed at the top of the menu. Following sections of this guide describe each function in detail.

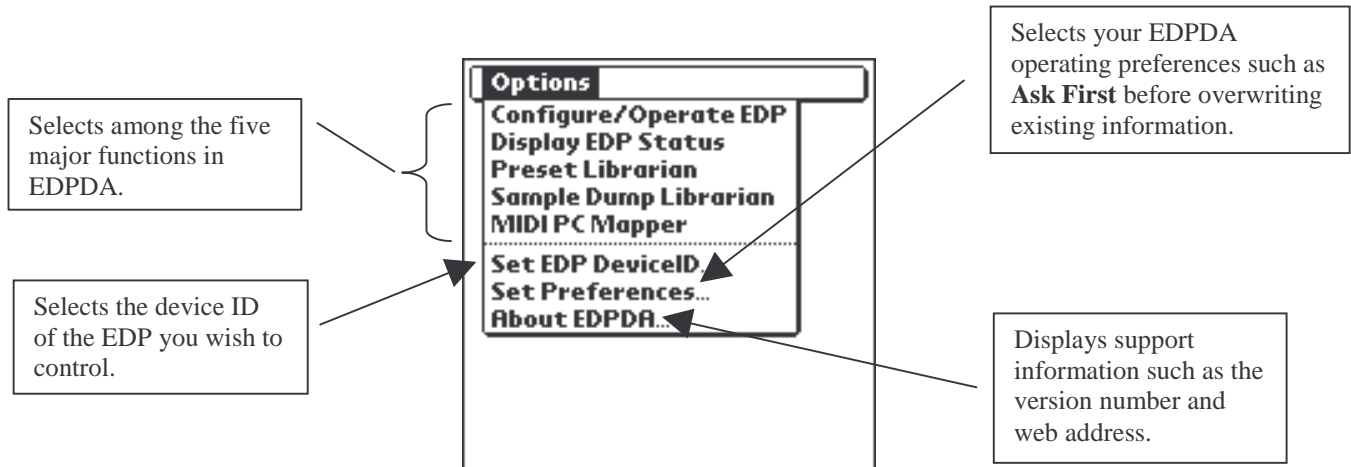


Figure 1 – EDPDA Menu

At the bottom of the menu are the choices **Set EDP DeviceID**, **Set Preferences**, and **About EDPDA**.

Use **Set EDP DeviceID** to select the device ID of the Echoplex you wish to control via EDPDA. All five functions use this value as the default device ID.

Use **Set Preferences** to select or unselect the **Ask First** option. When **Ask First** is checked, EDPDA will ask before overwriting existing information. Unchecking **Ask First** disables this “safety” check.

**About EDPDA** displays our nifty logo and the version number of EDPDA.

## Configure/Operate EDP

When you first run EDPDA, it starts in the *Configure/Operate EDP* function. This function operates much like the native Echoplex interface, but adapted to your handheld's touch screen.

The main part of the screen is divided into two columns. The left column shows buttons corresponding to the Echoplex's front panel buttons. The right column shows the values of the parameters. Each value is displayed in either a pop-up list or a spin button. You can change a value two ways: 1) short or long presses on the button in the left column (just like on a real Echoplex) or 2) via the pop-up list or spin button in the right column (tap ▼ for smaller values or ▲ for larger).

You can change which parameters you're viewing via the pop-up list in the screen's upper right corner. You can select among **Front Panel**, **Global**, or **Preset 0** through **Preset 15**. The **Front Panel** view is similar to what you see on an actual Echoplex; it's a mixture of the play state, **Preset 0**, and the **Global** view.

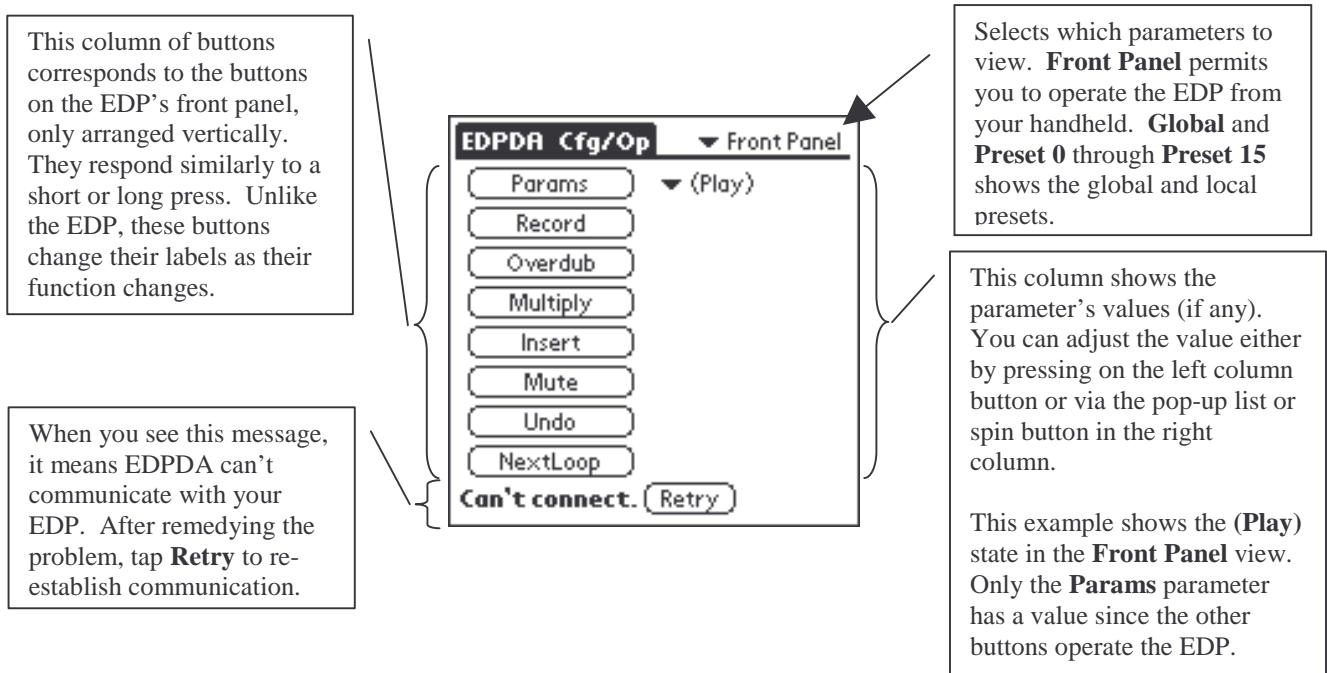


Figure 2 - *Configure/Operate EDP*, **Front Panel** view with **Params** set to Play

The **Preset** views show only the local preset parameters and the **Global** view shows only the global parameters. In every view except **Global**, the order of the buttons in the right column is the same as the order of the actual Echoplex front panel buttons.

While using EDPDA, you can also control the Echoplex and change parameter values from another source (such as the Echoplex's front panel). However, when you change a value outside of EDPDA, it will not display the new value until you select another view or **Params** setting.

*Configure/Operate EDP (continued)*

As another example, if you change to the **Preset 1** view and set **Params** to Timing you would see something similar to:

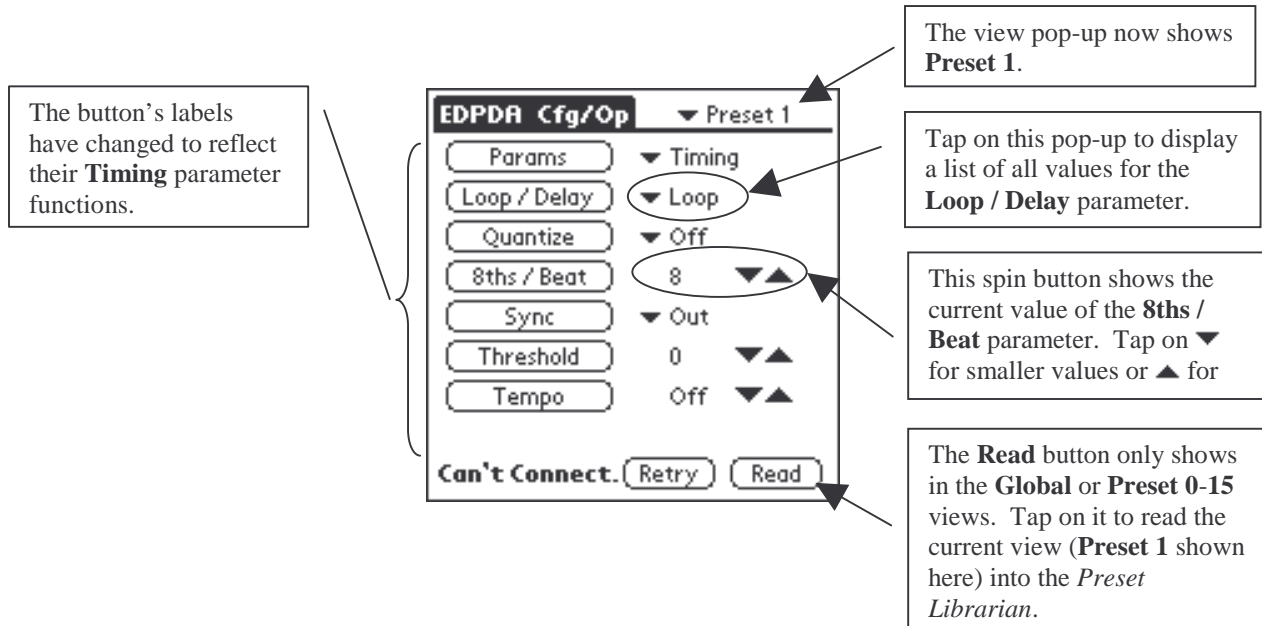


Figure 3 - *Configure/Operate EDP*, **Preset 1** view with **Params** set to Timing

The **Global** and **Preset 0** through **Preset 15** views also display a **Read** button. Tapping on it causes EDPDA to read the current parameters into the *Preset Librarian*. See the *Preset Librarian* section for more details.

## Display EDP Status

The *Display EDP Status* function shows many Echoplex parameters on one screen in a what's-happening-at-a-glance view. The Echoplex has over 300 parameters but, due to the limited screen size on handhelds, EDPDA displays no more than 28 parameters at a time. You pick the parameters to display by select one of the views **Normal**, **Global**, or **Preset 0** through **Preset 15**. The **Normal** view displays a combination of the **Preset 0** and **Global** parameters as typically shown by the Echoplex's front panel display.

*Display EDP Status* shows a "live" view of parameters, updating the display once per second. If you change a value via the front panel buttons or EFC-7 foot pedal, EDPDA shows the new value within one second. To support this automatic updating, your handheld will not auto power-down while using the *Display EDP Status* function.

The main part of the *Display EDP Status* screen shows parameter values arranged into four columns labeled Timing, Keys, MIDI, and Loops.

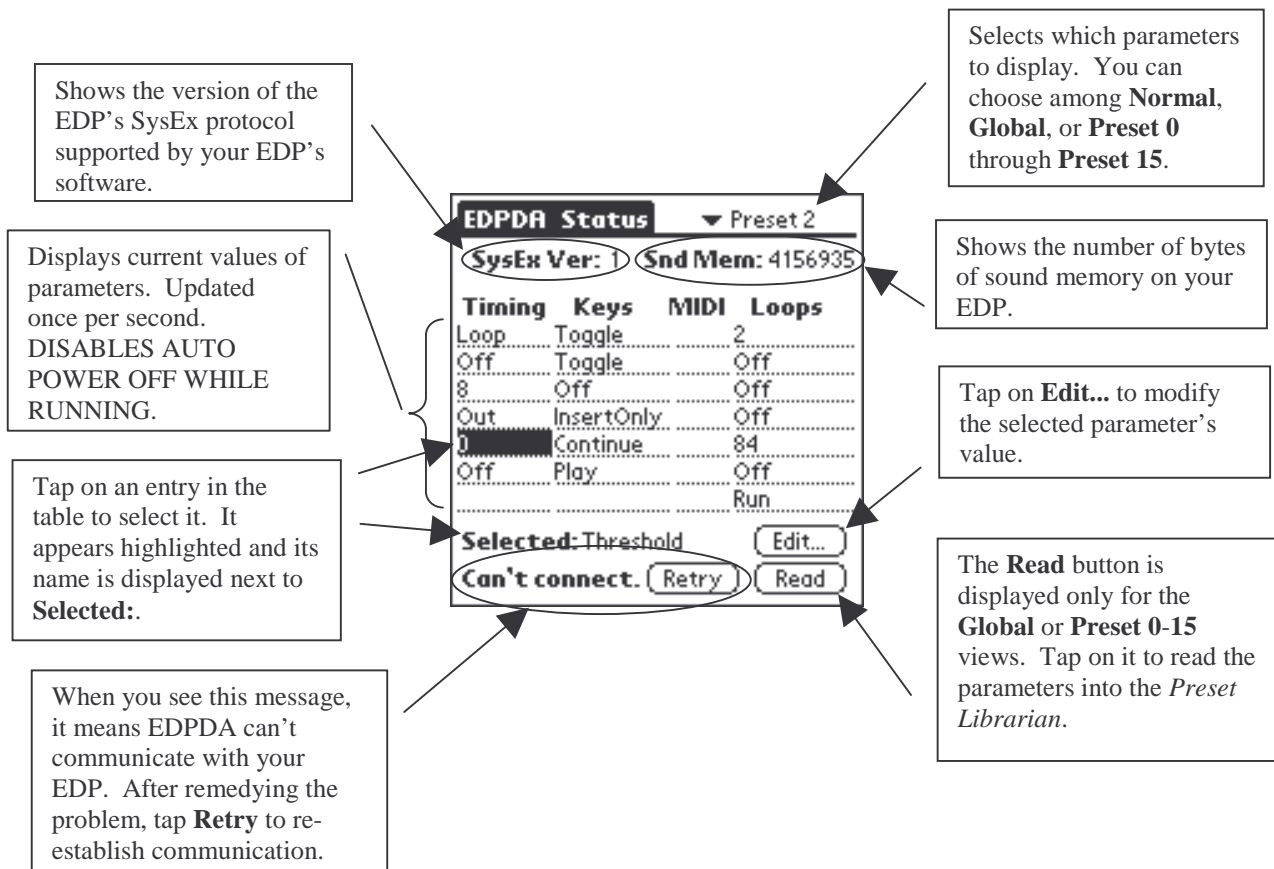


Figure 4 - *Display EDP Status*, **Preset 2**

Tap on a parameter value to select it. The name of the parameter will be shown near the bottom of the screen next to **Selected:**. You can change the value of the selected parameter by tapping on the **Edit...** button.

The **Global** and **Preset 0** through **Preset 15** views also display a **Read** button. Tapping on it causes EDPDA to read the current parameters into the *Preset Librarian*.

## Preset Librarian

The *Preset Librarian* function reads and writes local and global parameters to the Echoplex.

The Echoplex itself supports presets 0 through 15 containing a set of local parameters and one set of global parameters. Preset 0 is the set of local parameters currently being used by the Echoplex. Preset 1 through 15 refer to storage locations where you can save local parameters for quick recall.

With the *Preset Librarian*, you can read any preset or the global parameters from the Echoplex and store them on your handheld. Later, you can write them from your handheld back into your Echoplex. When you perform a HotSync® operation, your Echoplex parameters will be saved to your desktop.

The *Preset Librarian* also extends the number of local and global presets. You can save as many local and global presets on your handheld as you like. And instead of being named **Global**, **Preset 0**, **Preset 1**, etc., you can create names of your own choosing.

The main area of the *Preset Librarian* display shows the presets on your handheld in a three-column table. The preset number in column one gives the source or destination on the Echoplex when the preset is read or written. For example, if the number is 12, then that entry will be read or written to your Echoplex's preset 12. **DevID** in the second column displays the device ID of the source or destination Echoplex. The *Preset Librarian* can store presets from multiple Echoplexes, each with a different device ID. The third column lists the name of the preset.

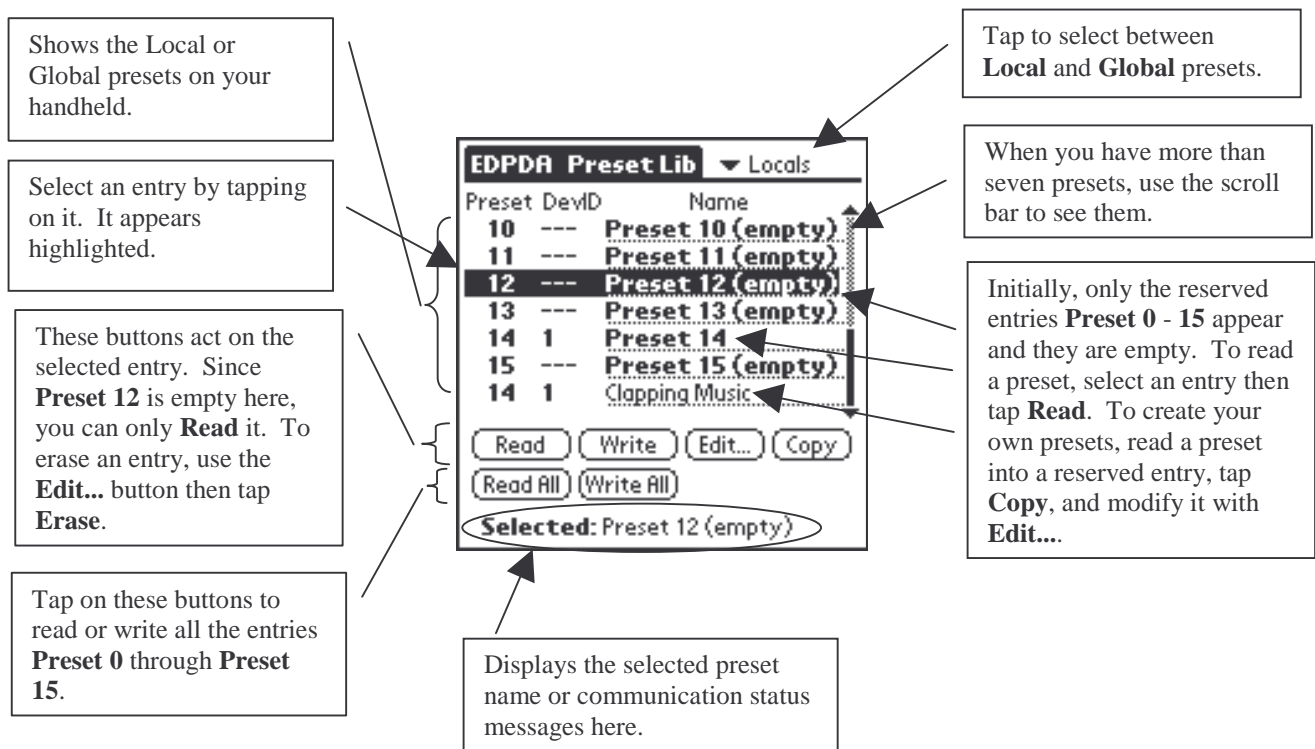


Figure 5 - *Preset Librarian*, **Local** presets

The names **Preset 0** through **Preset 15** are always listed. These are reserved entries that cannot be removed or renamed and their names appear in **bold** font. These presets are initially empty as indicated by a **DevID** of “---” and a suffix of **(empty)**. Once you read a preset from the Echoplex into one of these entries, the actual **DevID** appears and **(empty)** disappears.

## *Preset Librarian (continued)*

To read a single preset, first select it by tapping on its name, then tap the **Read** button. EDPDA will read the preset from your Echoplex and save it on your handheld. Use the **Set EDP DeviceID...** menu item to select the device ID of the source Echoplex.

To write a single preset to the Echoplex, select it by tapping on its name, then tap the **Write** button. EDPDA will write the preset into your Echoplex. EDPDA uses the device ID listed in the second column as the address of the destination Echoplex.

To make your own preset, first read a preset into a reserved preset entry; secondly, tap on **Copy** to make your own non-reserved entry; and thirdly, tap on **Edit...** to change the name, preset number, or device ID. Once you make your own preset, you can select it and tap **Read** or **Write** to directly transfer it to and from your Echoplex. Since you can use the **Edit...** button to change the device ID of a preset, you can easily read a preset from one Echoplex, change the preset's device ID, and write it to a different Echoplex.

From the **Edit...** dialog you may also erase any or all preset entries. Erasing a reserved preset makes it empty. Erasing one of your own presets removes it completely.

You can quickly read all the entries **Preset 0** through **Preset 15** by tapping the **Read All** button. Likewise, tapping on the **Write All** button writes all the reserved presets (if not empty) back to the Echoplex. These buttons are handy for making a quick backup of your Echoplex presets.

Use the pop-up list in the upper right corner to select between viewing **Local** presets and **Global** presets. The **Global** presets do not display a target preset number since the Echoplex supports only one set of global parameters but otherwise behaves the same as **Local** presets.

You can also read presets from the Echoplex into the *Preset Librarian* from the *Configure/Operate EDP* and *Display EDP Status* functions by tapping the **Read** button available under those functions. For example, if you are viewing **Preset 5** with the *Configure/Operate EDP* function, tapping on **Read** will read preset 5 from the Echoplex into the reserved **Preset 5** entry of the *Preset Librarian*.

You can send your handheld MIDI Program Change commands to load presets from the *Preset Librarian* into your Echoplex. See details in the *MIDI PC Mapper* section.

## Sample Dump Librarian

The *Sample Dump Librarian* function reads and writes MIDI sample dumps from and to the Echoplex.

Since the loop signal is digitally transferred, there is absolutely no degradation in quality. Keep in mind, though, that the MIDI sample dump standard (SDS) is quite slow. A loop 10 seconds in length will take about 20 minutes to transfer. Also, the sample dump standard handles a maximum loop length of 47 seconds.

Sample dumps are also quite large and consume a lot of memory on your handheld. Since they are large, your next HotSync operation will take a long time as your loop is backed-up to your desktop computer. Make sure you have a good battery charge!

The *Sample Dump Librarian* operates very similarly to the *Preset Librarian*. The display's main area shows the loops stored on your handheld in a three-column table. The loop number in column one gives the source or destination loop on the Echoplex when that table entry is read or written. For example, if the number is 1, then that entry will be read or written to your Echoplex's loop 1. **DevID** in the second column displays the device ID of the source or destination Echoplex. The *Sample Dump Librarian* can store loop dumps from multiple Echoplexes, each with a different device ID. The third column lists the name of the saved loop.

The screenshot shows the EDPDA Sample Librarian interface. At the top, it displays 'EDPDA Sample Lib' and 'Avail. Space: 73.55 (secs)'. Below this is a table with three columns: 'Loop', 'DevID', and 'Name'. The table contains the following entries:

Loop	DevID	Name
0	1	<b>Cur Loop</b>
1	1	<b>Loop 1</b>
2	---	Loop 2 (empty)
3	---	Loop 3 (empty)
4	---	Loop 4 (empty)
5	---	Loop 5 (empty)
6	---	Loop 6 (empty)

Below the table are four buttons: 'Read', 'Write', 'Edit...', and 'Copy'. At the bottom, a status bar displays 'Selected: Loop 1'. A vertical scroll bar is on the right side of the table.

Callout boxes provide the following information:

- Shows the amount of memory available on your handheld for loop sample dumps.
- Shows the loop dumps stored on your handheld.
- Select an entry by tapping on it. It appears highlighted.
- When you have more than seven presets, use the scroll bar to see them.
- Initially, only the reserved entries **CurLoop** and **Loop 1-16** appear and they are empty. To read a loop, select an entry then tap **Read**. To create your own loop entries, read a loop into a reserved entry, tap **Copy**, and modify it with **Edit...**
- These buttons act on the selected entry. To erase an entry, use the **Edit...** button then tap **Erase**. When reading or writing, a large button labeled "to cancel Transfer, tap screen" replaces these buttons.
- Displays the selected loop name or communication status messages here.

Figure 6 - *Sample Dump Librarian*

The names **CurLoop** and **Loop 1** through **Loop 16** are always listed. They are reserved entries that cannot be removed or renamed and their names appear in **bold** font. **CurLoop** is the current loop and **Loop 1** through **Loop 16** refer to loop memories 1 through 16. These entries are initially empty as indicated by a **DevID** of "----" and a suffix of **(empty)**. Once you read a loop from the Echoplex into one of these entries, the actual **DevID** appears and **(empty)** disappears.

To read a loop, first select it by tapping on its name, then tap the **Read** button. EDPDA will read the loop from your Echoplex and save it on your handheld. Use the **Set EDP DeviceID...** menu item to select the device ID of the source Echoplex.

To write a loop to the Echoplex, select it by tapping on its name, then tap the **Write** button. EDPDA will write the loop into your Echoplex. EDPDA uses the device ID listed in the second column as the address of the destination Echoplex.

To make your own table entry, first read a loop into a reserved entry; secondly, tap on **Copy** to make your own non-reserved entry; and thirdly, tap on **Edit...** to change the name, loop number, or device ID. Once you make your own table entry, you can select it and tap **Read** or **Write** to directly transfer it to and from your Echoplex. Since you can use the **Edit...** button to change the device ID of a preset, you can easily read a loop from one Echoplex, change the loop's device ID, and write it to a different Echoplex.

From the **Edit...** dialog you may also erase any loop entries. Erasing a reserved loop makes it empty. Erasing one of your own loops removes it completely.

Although the *Sample Dump Librarian* shows **Loop 1** through **16**, your Echoplex may be configured to use fewer loops. You cannot read or write loops to your Echoplex beyond the number of loops it is configured to use. For example, if your Echoplex is configured for 3 loops, you can only transfer loops **CurLoop**, **Loop 1**, **Loop 2**, or **Loop 3**.

When transferring a loop dump to or from the Echoplex, the *Sample Dump Librarian* displays a progress message at the bottom of the screen. It also replaces the **Read**, **Write**, **Edit...**, and **Copy** buttons with a single large button labeled "to cancel Transfer, tap screen." Tapping anywhere on the screen will cancel the current transfer. Note that the *Sample Dump Librarian* may take several seconds to respond to your cancel tap when it is busy transferring data.

## MIDI PC Mapper

Most MIDI foot pedals are unsuitable for directly controlling an Echoplex Digital Pro because they send only MIDI Program Change (PC) commands. The *MIDI PC Mapper* function translates (or maps) Program Change commands into the proper MIDI commands for basic control of your Echoplex, so by using EDPDA, you can control your Echoplex with nearly any MIDI foot pedal.

You can also send Program Change messages to the *MIDI PC Mapper* commanding it to load presets from your handheld into your Echoplex. This feature effectively extends the number of presets beyond the 15 built into the Echoplex.

Figure 7 shows the main *MIDI PC Mapper* display. Select the MIDI channel that EDPDA uses via the **EDPDA MIDI Channel** control at the top of the screen. *MIDI PC Mapper* only responds to Program Change messages sent on this channel.

*MIDI PC Mapper* supports eight different banks of PC translations. The pop-up list in the upper right-hand corner selects which bank, **Bank 0** through **Bank 7**, you're viewing and using. Initially, **Bank 0** contains the most commonly used mapping and all other banks are empty. When *MIDI PC Mapper* is running, you can switch banks by sending it Program Change messages. Use Program Change 0 through 7 to select **Bank 0** through **Bank 7**.

The main area of the *MIDI PC Mapper* screen shows a list of the Program Change translations in the selected bank. The first column shows the incoming Program Change command to be translated, the second column shows the outgoing function, and the third column shows the device ID of the destination Echoplex. Set the Control Source parameter on the destination Echoplex to either Notes or Controllers.

Use the **Add...** and **Edit...** buttons to create and modify PC translations. See the next page for more details.

The screenshot shows the **EDPDA PC Mapper** interface. At the top, it displays **EDPDA MIDI Channel: 1** and **Bank 0**. Below this is a table of PC mappings:

PC	Function	Dest
10	Multiply	1
11	Insert	1
12	Mute	1
13	Undo	1
14	NextLoop	1
15	Preset for Song 25	1
16	Preset 4	1

At the bottom of the screen are four buttons: **Stop**, **Start**, **Add...**, and **Edit...**. A status bar at the very bottom contains communication status messages.

**Callout Boxes:**

- Top Left:** Shows all the Program Change (PC) mappings in the selected bank. You can map incoming PC messages to either an EDP button press or a preset load. Column 1 shows the incoming PC message, column 2 the invoked function, column 3 the device ID of the destination EDP.
- Top Right:** Selects the translation bank (**Bank 0 - 7**) to view and use.
- Below Top Right:** Selects the MIDI channel that EDPDA monitors for incoming PC messages.
- Below Middle Right:** Tap **Add...** to add a new PC mapping.
- Below Bottom Right:** To change a mapping, first select it, then tap **Edit...**
- Bottom Right:** After you've set up your PC mappings, tap **Start**. **Running...** appears below the **Start** button. EDPDA monopolizes your handheld until you tap **Stop**.
- Bottom Left:** To stop *MIDI PC Mapper* when running, tap **Stop** (or anywhere else on the screen).
- Bottom Center:** Communication status messages appear here; either **Can't connect.** (with a **Retry** button) or **Running...** *MIDI PC Mapper* will not run without bidirection communication with the EDP.

Figure 7 - *MIDI PC Mapper*

*MIDI PC Mapper (continued)*

Once you have your translations all set up, tap on **Start**. *MIDI PC Mapper* displays **Running...** below the **Start** button and begins listening for incoming Program Change messages to translate. To provide low latency and high responsiveness, *MIDI PC Mapper* monopolizes your handheld while running. Your handheld will not auto power off while *MIDI PC Mapper* is running. To stop *MIDI PC Mapper*, tap the **Stop** button or anywhere else on the screen. *MIDI PC Mapper* checks about once a second for events such as pen taps and button presses so it may take a moment for *MIDI PC Mapper* to stop.

Tapping the **Add...** or **Edit...** button displays the Add/Edit PC Map dialog, shown below. To add a translation, tap the **Add...** button. To change an existing translation, first select it by tapping on it, then tap the **Edit...** button. To remove a translation, select it, tap the **Edit...** button, then use the **Erase** button.

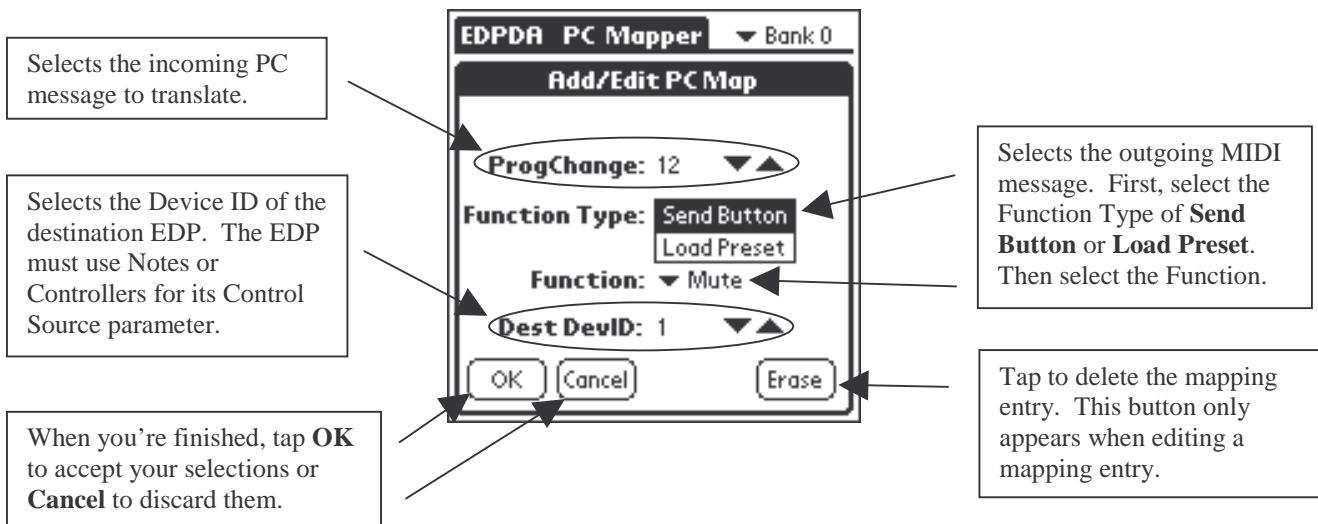


Figure 8 - Add/Edit PC Map

If you select **Send Button** as the Function Type, you can select one of the following functions:

BeatSync	BeatTrigSample	ExitParams	Forward	FullSpeed
GeneralReset	HalfSpeed	Insert	InsertOnly	LongUndo
Multiply	Mute	MuteQuantStartSong	MuteReAlign	NextLoop
Overdub	Param	PlaySample	QuantStartPoint	QuantStartSong
ReAlign	Record	Replace	Reset	Retrigger
Reverse	RevToggle	ShortUndo	Speed	StartPoint
<b>SusMute</b>	<b>SusMuteRetrig</b>	<b>SusNextLoop</b>	<b>SusOverdub</b>	<b>SusRecord</b>
<b>SusReplace</b>	<b>SusRndInsert</b>	<b>SusRndMult</b>	<b>SusSubstitute</b>	Sustitute
<b>SusTogReverse</b>	<b>SusTogSpeed</b>	<b>SusUnrndInsert</b>	<b>SusUnrndMult</b>	Undo

*Send Button functions*

When EDPDA translates an incoming Program Change message to one of these functions, it sends the function as a short NoteOn/NoteOff sequence (or its continuous controller equivalent). For example, if Program Change 8 is translated to the Record function, then an incoming Program Change 8 message will simulate a short press of the Echoplex's Record button. EDPDA handles the sustain functions

(shown in **bold** above) somewhat differently – the first Program Change message activates the function and the second Program Change message deactivates it.

If you select **Load Preset** as the Function Type, you can select any local preset stored on your handheld as the outgoing function. Typically, you would use your own custom-named presets rather than the reserved presets **Preset 0** through **Preset 15**. When triggered, *MIDI PC Mapper* loads your handheld's preset into the preset 0 location on your Echoplex, just as Program Change messages operate when sent directly to the Echoplex.

**Bank 0** initially contains mappings for what are probably the most commonly used **Send Button** functions – **Record**, **Overdub**, **Multiply**, **Insert**, **Mute**, **Undo**, **NextLoop**, and **Reset**. These mappings closely duplicate the Echoplex's front panel buttons. However, since *MIDI PC Mapper* cannot duplicate long button presses, the **Reset** mapping provides a replacement for a long press of the Record button.